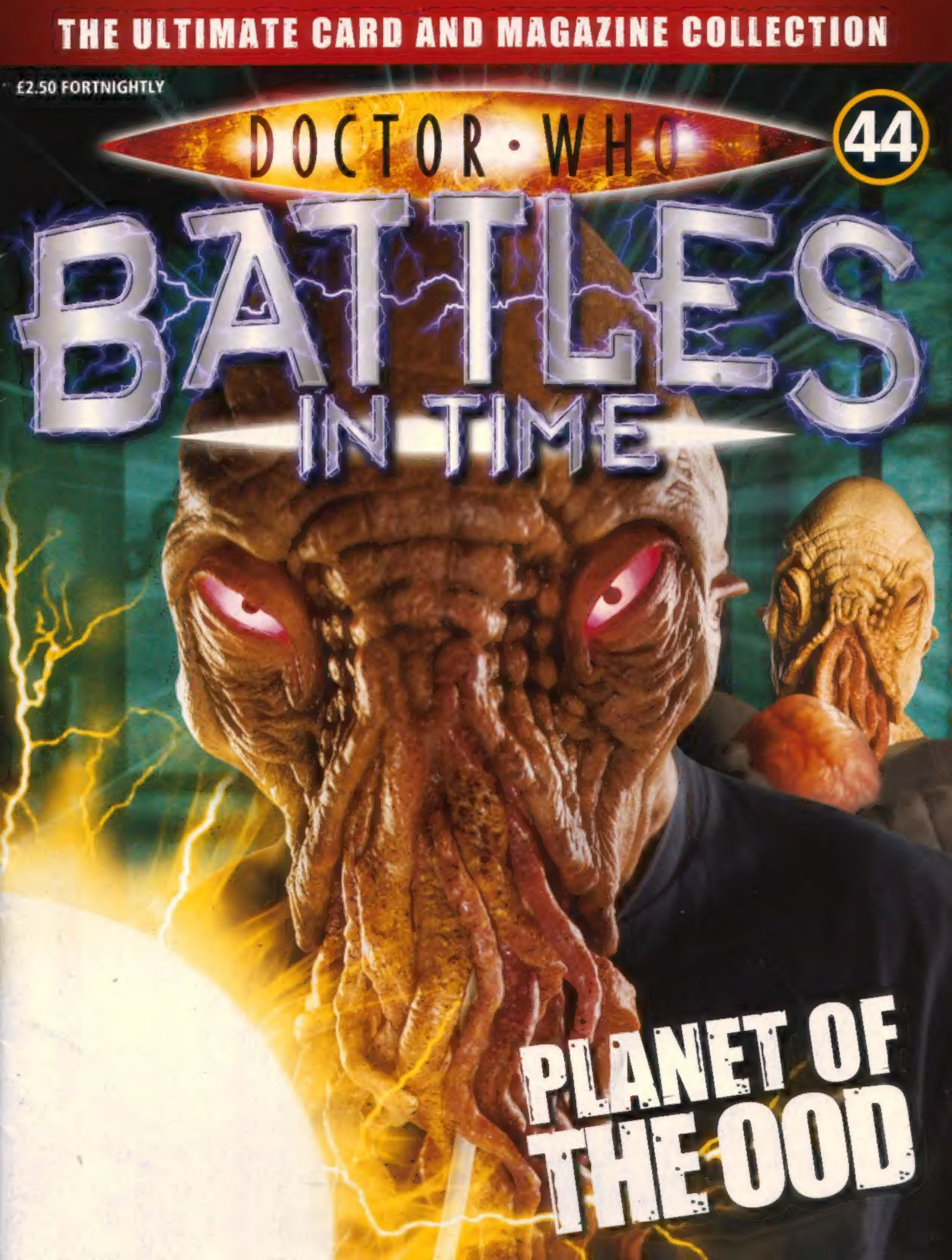
THE ULTIMATE CARD AND MAGAZINE COLLECTION

£2.50 FORTNIGHTLY

DOCTOR WHO

44

BATTLES IN TIME



PLANET OF THE OOD

ISSUE 44 CONTENTS

04 Gameplay: Deck Doctor
06 Broton VS Werewolf
08 Special Episode: Time Crash
09 Doctor's Dilemma!
10 Battle for the Planet of the Ood
16 Comic Strip: Merchant of Menace
20 Ship Shapes
22 Brain Busters
24 Cyber-Decider!

HOW TO ORDER...

SUBSCRIBE TODAY!

Never miss a single issue of **Doctor Who Battles in Time!** Have your magazine and cards delivered straight to your door with FREE postage and packing! See the order form in earlier issues, or visit our website at:

www.battlesintime.com

Don't Miss Out! Just ask!

FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular order. Sign up today!

BACK ISSUES

Complete your collection by ordering any missing issues. Each issue costs £2.50. (Issue 1 is £1.50). Postage is free. Add an extra £1.50 postage and packing for issue 2. Write to: **Doctor Who Battles in Time**, Database Factory UK Ltd, Unit 4, Pullman Business Park, Pullman Way, Ringwood, Hants, BH24 1HD. Make cheques payable to: Doctor Who Battles in Time

FOR ENQUIRIES & BACK ISSUES:

Phone: 0871 277 0067 (Calls cost 10p a minute, and a telephone subscription should only take an average of 2 minutes to complete)
Fax: 0870 742 4144 **Web:** www.battlesintime.com

OVERSEAS MARKETS BY SUBSCRIPTION

AUSTRALIA: Phone (03) 9872 4000, write to: **Doctor Who Battles in Time**, PO Box 3460, Nunawading, VIC 3131, visit www.battlesintime.com or e-mail bissett@bissettmags.com.au

NEW ZEALAND: Phone (09) 308 2871, write to: **Doctor Who Battles in Time**, Private Bag 47-906, Ponsonby, Auckland, visit www.battlesintime.com or e-mail subs@ndc.co.nz

SOUTH AFRICA: Phone (011) 265 4308, write to: **Doctor Who Battles in Time**, Private Bag 9, Centurion, 0046 or e-mail service@jacklin.co.za
Back issues are available from your newsagent in Australia, New Zealand and South Africa, or by contacting the numbers above.

With thanks to: Lisa Carroll, Alan Craddock, Ian Grutchfield, Matt Nicholls, Edward Russell, Gary Russell, Lee Sullivan, The Mill and Alex Thompson

BBC BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (word marks and devices) are trademarks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2004. TARDIS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1963. K-9 image © BBC/Bob Baker/Dave Martin 1963. The Daleks were created by Terry Nation. The Cyberman was created by Kit Pedler and Gerry Davis. K-9 was created by Bob Baker and Dave Martin. Licensed by BBC Worldwide Limited.

Published by GE Fabbri Ltd, The Communications Building, 7th Floor, 48 Leicester Square, London WC2H 7LT

PROJECT MANAGER: Ben Robinson, **GROUP EDITOR:** Claire Lister, **WRITER/SUB:** Neil Corry, Kieran Grant, **EDITORIAL ASSISTANT** Matthew Pratt, **CONSULTING ART EDITOR:** James King, **ART EDITOR:** Elzani Smit, **DESIGNER:** Natasha Senkus

GAMEPLAY

TIMEY

For this game you'll just need your Monster cards and acting skills!

STEP 1

You can include as many players as you like in this game – just make sure that you've got enough Monster cards to deal 10 to each person.

Each player keeps their cards face down in a pile in front of them. Player 1 goes first by turning over their top card and taking a look at the character.

Just use Monster cards to start with – then include other cards for a harder game!

MIMEY!

STEP 2

This is the tricky bit. Player 1 must now get Player 2 to guess which monster is on the card – by acting it out without saying a word!

So, if Player 1 has a Scarecrow card, they might try copying the scary, stumbling walk. Player 2 must guess who it is.

TOP TIP!

You can't make sounds – but making scary facial expressions might help!

STEP 3

If Player 2 guesses correctly they are awarded one point – and then it's their turn.

Play continues until each player has acted out all 10 monsters in their pile. The player with the highest number of points at the end of the game is the winner!

DECK DOCTOR

Your guide to the characters, ships and super-cool technology of the Ultimate Monsters cards!

BONUS BOOSTERS!

SPECIAL ABILITIES

Use the technology of these stranded alien menaces to increase your Special Abilities rating – it might be enough to win you the game!

FEAR FACTOR

With so many scary creatures in the set, Fear Factor ratings can be really high when playing with Ultimate Monsters – these cards could give you the edge!

MOVING IMAGE!

LOADS MORE!

Become an unstoppable robot with the Yeti Control Sphere, watch your Dalek Agility score soar with the Imperial Dalek Shuttle or use the Nestene Energy Unit to boost every single rating on your card if you're an Auton!

BOOST STAMINA!

TOP 10 SHINY CARDS!

1

FEAR FACTOR 8300!

2

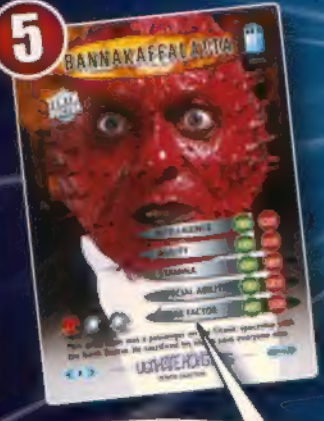
AGILITY 8900!

3

4

STAMINA 8100!

5



BANNAKAFFALATTA SHINY!

6

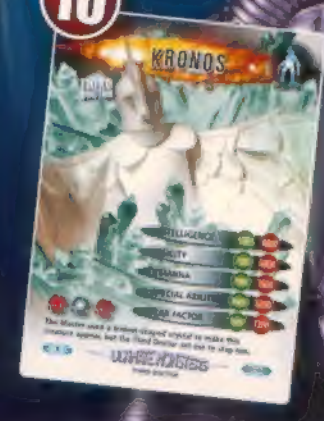
7

8

9

FEAR FACTOR 9100!

10



CARD CLASH

WE PIT A CLASSIC MONSTER AGAINST A NEW

BROTON

MONSTER PROFILE

HEIGHT	1.85m
ALIGNMENT	EVIL
TECHNOLOGY	VERY HIGH
TEAMWORK	HIGH

WHO IS HE? The alien warlord of the shape-shifting Zygons. He planned to turn Earth into a new home for his people, as their world was destroyed in a stellar explosion.

WHAT'S HE LIKE? Cruel and calculating. His plan was to attack an Energy Conference – where many heads of state would be – disguised as the human Duke of Forgill.

WHAT'S HE GOOD AT? Fooling people. With their clever trick of being able to duplicate anyone, Zygons can sneak in anywhere and spy on their enemies!

BROTON WINS ON INTELLIGENCE:
7100 vs 6800

TOTAL 1/5

WEREWOLF

WEREWOLF

MONSTER PROFILE

HEIGHT	2.00m
ALIGNMENT	EVIL
TECHNOLOGY	NONE
TEAMWORK	LOW

WHAT IS IT? An alien entity that arrived in the Highlands of Scotland in the 16th Century. It survived being passed from host to host until it matured fully.

WHAT'S IT LIKE? As the Host it was just creepy, but when hit by moonlight it became a ravenous monster that could tear a man limb from limb.

WHAT'S IT GOOD AT? Dishing out death! Father Angelo's monks planned to use the Werewolf to bite Queen Victoria and create a terrifying Empire of the Wolf...

WEREWOLF WINS ON

AGILITY:
7900 vs 6400
STAMINA:
8100 vs 6400
SPECIAL ABILITIES:
8400 vs 8200
FEAR FACTOR:
8700 vs 8300

TOTAL 4/5

WINS!

HAVE YOU GOT THESE WEREWOLF CARDS?

FAQ SPECIAL EPISODE

TIME CRASH

The Doctor bumps into a familiar face when the TARDIS crashes into itself!

Q Who's that man who pops up in the TARDIS control room?
It's the Fifth Doctor. After saying goodbye to Martha, the Tenth Doctor has a problem with his ship and his earlier incarnation suddenly appears in front of him...

Q Who does the Fifth Doctor think the Tenth Doctor is?
He thinks his future self is just a fan who has somehow barged his way into the TARDIS. The Tenth Doctor has to convince him that they are actually the same person!

Q Why has the Fifth Doctor appeared?
His version of the TARDIS has collided with the Tenth Doctor's. After the Master turned the TARDIS into a Paradox Machine, the Tenth Doctor had to repair it. But he forgot to put the shields up and the two versions of the TARDIS accidentally merged.

Q How bad is that?
Terrible! The accident will rip a hole in the universe the size of Belgium – but the Tenth Doctor uses the TARDIS to quickly manipulate a supernova and he easily cancels out the black hole they've created.

Q How did the Tenth Doctor know how to do that?
It's a bit of a paradox. He knew how to do it because his earlier self saw him at the controls and the Tenth Doctor remembered it all!

"Okay, you're my biggest fan. Look, it's perfectly understandable"

GREEN IS GOOD!

Q Why does the Fifth Doctor wear a stick of celery on his coat?
He's allergic to certain gases in the Praxis range. If the gas is present, the celery turns purple and warns him!

DOCTOR'S DILEMMA!

The TARDIS crashes into itself and causes a temporal crisis! Will you be able to save the Universe?

INSTRUCTIONS

1. Remove all the bonus cards and then give your deck a decent shuffle.
2. Place your deck face down and put your counter on the starting position.
3. Draw the top card and use it to decide which route to take though the game.
4. Discard your card. Now it's your friend's turn. Each of you picks a new card every time you move.

START

You say goodbye to Martha. What happens next?

Is your card number odd or even?

ODD

EVEN

You're blasted off your feet. You forgot the shields!

Is your Special Abilities score 5000 or greater?

5000 OR MORE

LESS THAN 5000

A familiar figure appears – it's an earlier version of you, the Fifth Doctor!

Do you have an Ultimate Monster card?

NO

YES

The Fifth Doctor is convinced you are from LINDA!

Is your Green Intelligence score higher than the Red Intelligence score?

YES

NO

You convince your earlier self that you're not a fan but a new version of the Doctor.

Are you holding a Hero card?

NO

YES

You realise that two TARDISes have collided.

Check the readouts! Do you have 1 or more green icons on your card?

YES

NO

Now the Fifth Doctor thinks you are just a deranged fan!

Is your card a Rare card?

YES

NO

Can you remember how to work the right controls and save the day?

Is your Intelligence rating 9000 or greater?

YES

NO

There's a black hole in the Universe the size of Belgium! Can you fix it?

Do you have 1 or more silver icons on your card?

UNDER 9000

YES

YOU WIN!

Congratulations!

You manage to balance a supernova with the black hole and save us all. Hurrah!

PLANET OF THE OOD QUIZ

Is your brain a match for the ultimate Ood grilling?

Q1. Who is turned into an Ood?
a) Halpen
b) Donna
c) Martha

Q2. What is the name of the Ood homeworld?
a) OodWorld
b) Noo Earth
c) Ood-Sphere

Q3. What colour is Ood blood?
a) Purple
b) Stripey
c) Red

Q4. What secret was kept in Warehouse 15?
a) A giant spaceship
b) A giant brain
c) A giant frog

Q5. What does FOTO stand for?
a) Federation of the Ood
b) Friends of the Ood
c) Friends of the Ocelots

Q6. What should Ood really hold in their hands?
a) Their hindbrains
b) Their hind legs
c) Their behinds

PSYCHIC DECK

There are loads of cards with special psychic powers – check this lot out!

FACE OF BOE

FAMILY OF BLOOD

SUTEKH

OOD GROUP

44 PLANET OF THE OOD

SLAVERING SLAVES!

The Doctor and Donna arrive on the snowy Ood-Sphere to discover a dark secret about its peaceful and friendly natives. Who or what is turning the Ood into ruthless, red-eyed killers?

THE DOCTOR AND THE OOD

1. The Doctor met the Ood on Krop Tor, a planet orbiting a black hole – when it should have been destroyed by its immense gravity.
2. But Krop Tor was in fact a prison for the most evil being in the Universe – the Beast!
3. The humans on Sanctuary Base Six used Ood as servants and when the Beast almost escaped, the Doctor didn't have time to save the aliens.
4. When the Doctor arrived on the Ood-Sphere he reckoned he "owed them one" so he and Donna did everything they could to free them.

PURPLE BLOOD

The Doctor and Donna arrive on a snow-covered plateau where they find a dying Ood. They see that he's been shot and is oozing purple blood. Just what is going on?

KESS

He's a vicious guard who doesn't think very much of the Ood. And when thousands of the Ood get Red-Eye, this evil man is more than happy to kill them all with poisonous gas...

KILLING SPREE

With the Giant Ood Brain breaking through the psychic barrier, more and more Ood get Red-Eye and go on the rampage, killing people with their translation spheres!

DOCTOR FYFER

This doomed scientist seemed to be a bad guy but he was a secret member of Friends of the Ood. He had slowly reduced the power of the telepathic barrier around the Giant Ood Brain. Sadly, he was killed by Halpen.

HALPEN

The greedy head of Ood Operations, and his family is responsible for turning them into slaves. But ever Ood Sigma is supplying him with a special drink that is turning him into an Ood!

OOD SIGMA
This particular Ood was Halpen's servant.

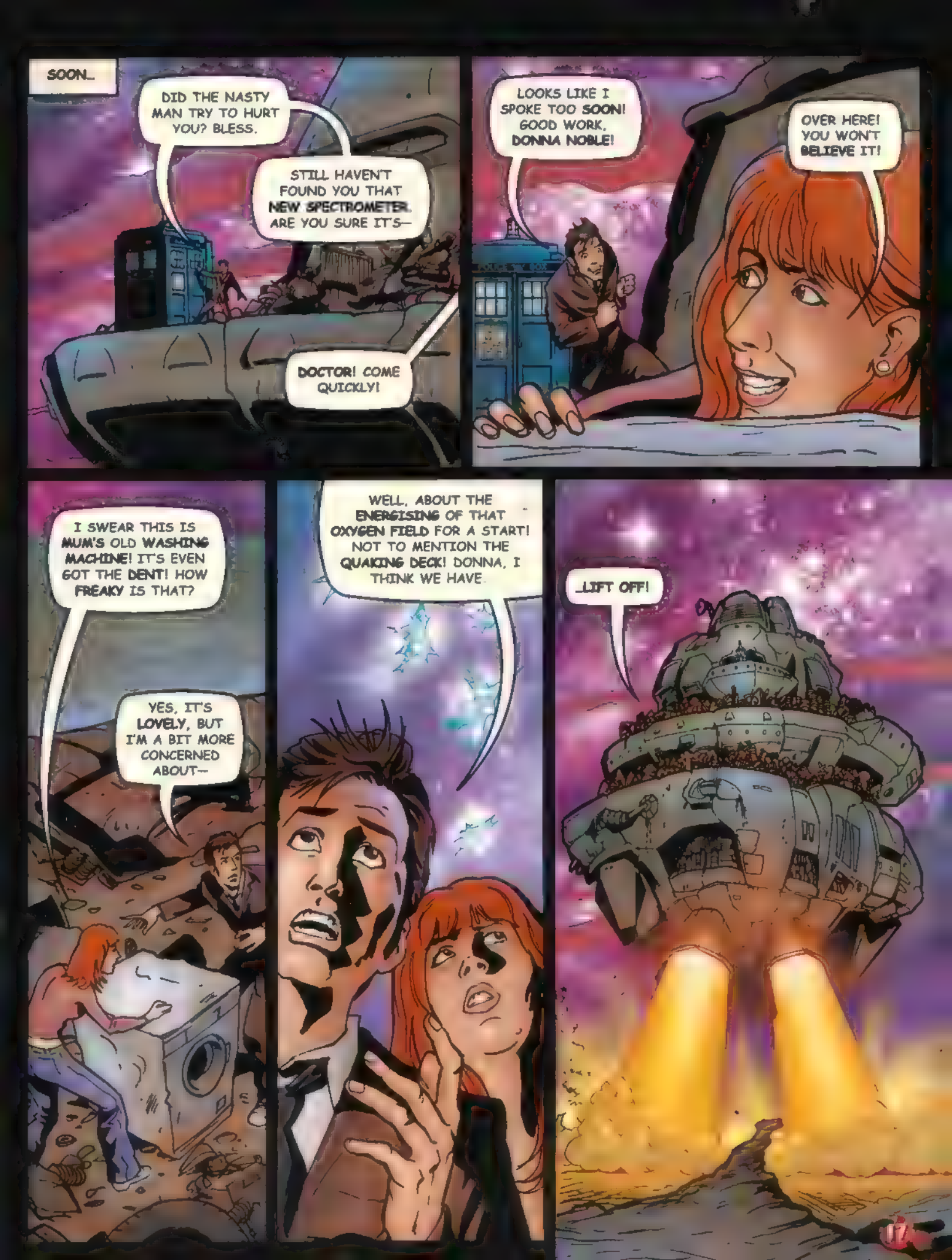
SUPER OOZE 3000
In this container was hair restorer for Halpen. But it was really a drink that slowly transformed him!

OOD BRAIN
The Ood carry part of their brains in their hands. Remove this and they become subservient.

TOP 10 NOO OOD FACTS

1. The Ood are used as slaves by humans in the 42nd century, until the Giant Ood Brain frees them!
2. When they're born, Ood have hind-brains which they must carry in their hands.
3. The Giant Ood Brain that was found in the Northern Glacier connects all the Ood together.
4. The Giant Ood Brain was kept locked up for more than 200 years, until Ryder helped it break free.
5. Greedy businessmen ordered the removal of the Ood hind-brains to make the aliens obey orders.
6. Ood don't need translation spheres as they use their psychic powers to speak.
7. If you drink enough Ood-graft suspended in biological compound, you become an Ood, too!
8. The Friends of the Ood want to free all the Ood being used as slaves and think they're being abused.
9. Ood cost as little as 50 Credits. That doesn't sound much money for a whole person!
10. The Ood are sold in three galaxies – that's how far the Human Empire has spread by the 42nd century.

MERCHANT of MENACE
The Doctor and Donna have been captured by a junk dealer...
POLICE
PUBLIC CALL
GIVE ME THE KEY TO YOUR MACHINE OR I'LL DESTROY YOU ALL!
DON'T YOU DARE, DOCTOR!
WELL..
Written by: Marcus Grant, Inks: Lee Sullivan, Colours: Alan Craddock
..THE TARDIS IS USELESS WITHOUT A CHRONO-LOOP SPECTROMETER.
WE HAVEN'T FOUND A NEW ONE, SO YOU MIGHT AS WELL HAVE HER FOR SCRAP.
HELP YOURSELF, MATE!
A NEVER-ENDING CABINET OF JUNK! I'LL BE RICH!
DOCTOR, NO!
OWWWCH!
ZWAPP!
DIDN'T I MENTION THE MESON RECOGNITION DEFENCE SYSTEM? OOPS!
OH MY LORD! IS HE DEAD?
'COURSE NOT! JUST STUNNED. WE'D BETTER FIND THE TARDIS BEFORE HE WAKES UP.
IT'LL BE HIDING SOMEWHERE NEARBY, CHEEKY THING


SOON...
DID THE NASTY MAN TRY TO HURT YOU? BLESS.
STILL HAVEN'T FOUND YOU THAT NEW SPECTROMETER. ARE YOU SURE IT'S—
DOCTOR! COME QUICKLY!
LOOKS LIKE I SPOKE TOO SOON! GOOD WORK, DONNA NOBLE!
OVER HERE! YOU WON'T BELIEVE IT!
I SWEAR THIS IS MUM'S OLD WASHING MACHINE! IT'S EVEN GOT THE DENT! HOW FREAKY IS THAT?
YES, IT'S LOVELY, BUT I'M A BIT MORE CONCERNED ABOUT—
WELL, ABOUT THE ENERGISING OF THAT OXYGEN FIELD FOR A START! NOT TO MENTION THE QUAKING DECK! DONNA, I THINK WE HAVE...
...LIFT OFF!

KEEP YOUR BOX OF DELIGHTS, DOCTOR! I'LL MAKE MORE MONEY SELLING YOU BOTH TO THE SLAVE MASTERS OF ZOOVERON!
YOU CAN SCRAP THAT PLAN, WRENCH!
DOCTOR! DONNA! SAVE YOURSELVES!
WHA-? THE WHEEL! WE'LL CRASH, YOU FOOL!
BUT WE CAN'T JUST LEAVE HIM! ROBOTS HAVE FEELINGS TOO! I SAW IT IN THAT ROBIN WILLIAMS FILM!
THAT'S GOOD ENOUGH FOR ME. LET'S HELP HIM OUT!
IT'S NO GOOD! WE CAN'T REACH THEM!
THE WHOLE SHIP IS SHAKING APART!
KER-AASH!
POLICE BOX
DONNA, WE HAVE TO GET INTO THE TARDIS BEFORE THIS THING—
K-THROOOOOOM!

BLIMEY! QUITE A MESS.
THERE'S OUR BRAVE LITTLE FRIEND! WELL, WHAT'S LEFT OF HIM.
POOR BLOKE. NOTHING REGISTERING, EXCEPT..
HANG ON A MINUTE! IT'S A...
WICKER!
...CHRONO-LOOP SPECTROMETER! HA! BRILLIANT!
WELL, I STILL THINK IT'S RUDE, USING HIS BITS LIKE THAT.
MAKES US NO BETTER THAN THAT WRENCH CREEP. WHAT HAPPENED TO HIM, ANYWAY?
NO IDEA, DONNA, BUT WE CERTAINLY THREW A SPANNER IN HIS WORKS!
WRENCH? SPANNER? D'YOU GET IT?
POLICE BOX
WARP! WARP!
YOU'LL GET IT IF YOU DON'T STOP IT WITH THESE PUNS!
WIP!
"ANY OLD IRON?"
THE END

BEHIND THE SCENES

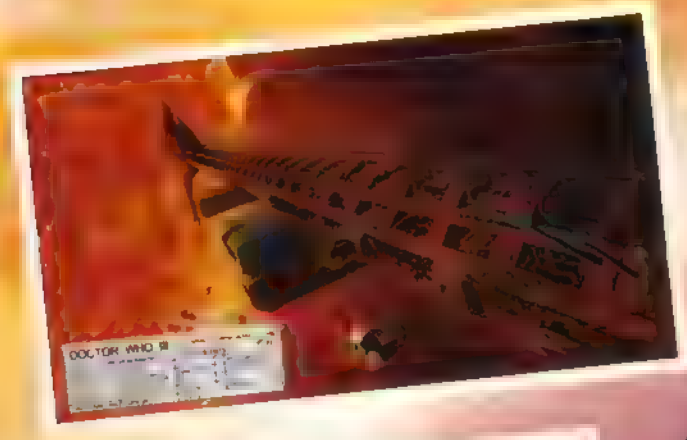
SHIP SHAPES

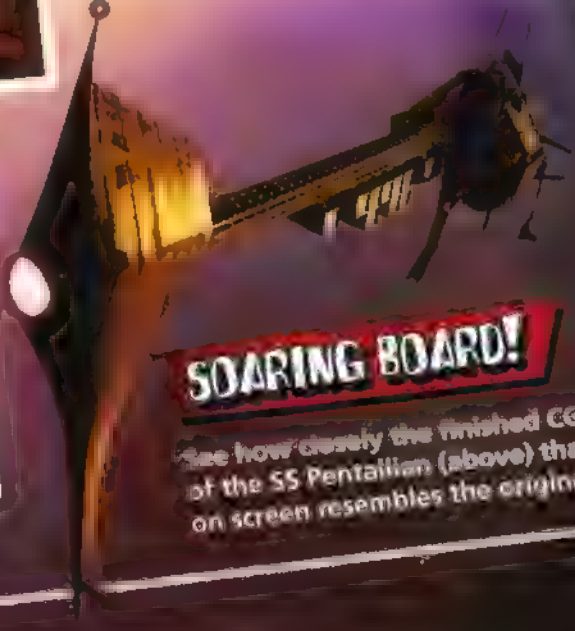
We've seen loads of spaceships in Doctor Who. But how do these amazing creations make it onto the screen?

Almost every spaceship comes from a different time and place, so the production team faces a real challenge in giving each one its own unique look.

The first stage is for the designers in the art department to decide on a shape. For instance, the SS Pentallian in the episode '42' had to have two sets of engines separated by a long corridor. So, designer Peter Mckinstry came up with some stunning concept artwork that gave the ship a sort of "bone" shape to fit the story.

Next, someone has to build a model. In the classic series, most of the spaceships were made using materials such as wood and fibreglass. But, these days, the model is created as a 3-D frame on a computer! Check out the SS Madame De Pompadour to find out how this works...





SOARING BOARD!

See how closely the finished CGI version of the SS Pentallian (above) that we saw on screen resembles the original artwork!

WIRED UP!

Once the wire-frame has been created, the designers flesh it out using computer-generated imagery (CGI). It's a bit like building up layers of soggy newspaper on a papier-mâché model, only less messy!

The shape of the SS Madame De Pompadour from 'The Girl in the Fireplace' was based on a key!

DID YOU KNOW?

The Family of Blood's ship wasn't always going to be invisible – at one stage it looked like this!

The producers just couldn't decide on the best way to bring this sinister, crab-like design to the screen for the episodes 'Human Nature' and 'The Family of Blood'. Then someone hit on the very clever idea of making the ship invisible!

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

HAVING A BALL!

Can you help the Doctor free the Ood by answering the security questions and revealing the password?

1. The Ood speak with t _ _ _ _ _ _ _ _r spheres
2. The Ood have p _ _ _ _e blood
3. The Ood are all t _ _ _ _ _ _ _ _c
4. There was a group called F _ _ _ _ _ s of the Ood
5. The Ood chanted "The c _ _ _ _ e must be broken"
6. K _ _ s attacked the Doctor with a giant claw.

FUTURE TENSE!

Which three of these characters did the Doctor NOT meet in the 42nd century?

HOW OOD!

Oh no! All these people are turning into Ood! Who are they?

SNOW BUSINESS!

Can you find all the words to do with the events on the Ood-Sphere?

B	O	C	H	N	S	R	D	O	O
T	A	Y	S	P	F	E	S	D	H
M	Z	R	H	O	A	D	S	P	B
S	D	E	T	M	X	E	E	J	R
A	R	O	G	L	T	Y	O	E	A
E	H	I	Y	D	E	E	F	L	J
I	S	N	E	P	L	A	H	C	N
D	O	N	N	A	E	J	G	R	M
Y	C	A	M	G	J	W	K	I	I
W	P	Q	Q	I	G	X	I	C	T

BARTLE
BRAIN
CIRCLE
DONNA
FOTO
HALPEN
OOD
REDEYE
SIGMA
SPHERE

COMING IN ISSUE 45...

PUZZLE ANSWERS

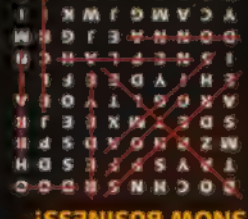
OOD QUIZ

Q1. a) Halpen
Q2. c) Ood-Sphere
Q3. a) Purple
Q4. b) A giant brain
Q5. b) Friends of the Ood
Q6. a) Their hindbrains

HOW OOD!

A) Dr Ryder
B) Donna
C) The Doctor
D) Solana

SNOW BUSINESS!



HAVVING A BALL!

FUTURE TENSE!

Forest of Cheem, Carcinite 1
and Slitheen 1.

CYBER-DECIDER!

You're about to be converted into a Cyberman! But which one?

1 Where would you like to hang out?

- a) In slimy sewers
- b) In a freezing cold tomb
- c) In an old power station
- d) On a space freighter

2 What sort of plan would you like to be part of?

- a) Blow up the Earth
- b) Offer everyone a free upgrade
- c) Take control using micro-electronics
- d) Wake up all your sleeping buddies

3 What kind of tech do you want to use?

- a) Cyber Androids
- b) A Cyber-megatron bomb
- c) Metal worms called Cybermats
- d) Giant airships

4 What would be your catchphrase?

- a) "We will survive."
- b) "You will be deleted."
- c) "Destroy them at once!"
- d) I wouldn't have one – I'm hiding!

5 Who would you like to battle?

- a) The Second Doctor
- b) The Fifth Doctor
- c) The Tenth Doctor
- d) UNIT

6 Who would you take orders from?

- a) The Cyber Director
- b) Mr Lumic
- c) No-one – I'm my own boss!
- d) The Cyber Controller

HOW DID YOU SCORE?

6-9 Invading Earth

You'd be one of these sneaky silver soldiers from the Swinging Sixties!

10-15 Awakening from Hibernation

You're obviously not an early morning person. Come on – wake up!

16-20 Parallel World

Hope you like a challenge – you've got to invade another universe!

21-24 Cyber Leader

Well done, you've gone straight in as team leader. A big gold star for you!

SCORE SHEET

1. a) 1 b) 2 c) 3 d) 4
2. a) 4 b) 3 c) 1 d) 2
3. a) 4 b) 1 c) 2 d) 3
4. a) 2 b) 3 c) 4 d) 1
5. a) 2 b) 4 c) 3 d) 1
6. a) 1 b) 3 c) 4 d) 2

9 771750 351018 44